Libertalia
Winds of Galecrest
Automa

Solitaire rules by Lines J. Hutter
and Morten Monrad Pedersen

This rulebook introduces a system for adding two artificial players to Libertalia: Automa and the Pilferer. You can use this to play the game solo.

Designers' Note: *Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game Viticulture, which is set in Italy. Well, the Pilferer didn't get his name this way...*

COMPONENTS

39 solo cards

1 player aid card

4 Automa loot tile replacements marked with a

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GENERAL RULES

The Automa and the Pilferer play by their own simpler rules. Any rule not explicitly overridden here is still in effect.

Automa

In game terms, Automa is a player with all that entails, except what's overridden in this rulebook.

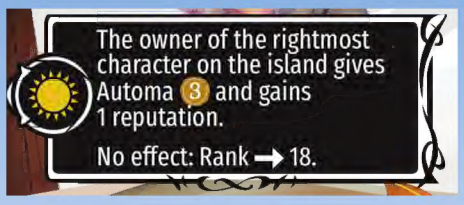
The Pilferer

The Pilferer only represents a fraction of a player. In game terms he's neither a player nor an owner of a character, but his currently played character is considered a character on the island.

The only two things he does are add a character to the island each turn and remove a loot token during the dusk phase.

He doesn't have a reputation token and characters he plays are always placed on the left in case of ties for rank.

Example: *Character 3, Beggar, has this ability:*



The rightmost character is the one played by the Pilferer. It will be the one chosen by the rule because it's a character on the island, but nothing happens—no doubloons or reputation are distributed—because it has no owner.

SOLO CARDS EXPLAINED

The 39 solo cards are used in two different orientations. These identify a card as either an **Automa card** or a **Pilferer card.**

AUTOMA CARD

Front

1
SCOUT
Discard the Scout. Take Automa's highest ranked character from her hand and place it on the island according to its rank, shifting other characters as needed.
PILFERER
1

Back

PILFERER CARD

Front

1
PILFERER
Discard the Scout. Take Automa's highest ranked character from her hand and place it on the island according to its rank, shifting other characters as needed.
SCOUT
1

Back

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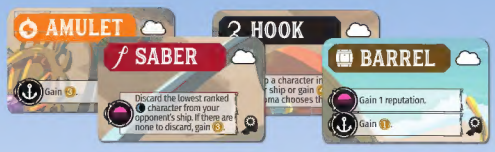
SETUP

Character 37, Wind Nymph, isn't used in solo play, but you don't need to remove it from your deck.

Setup for a 2-player game with Automa as the second player and purple as the player color. Apply the changes below.

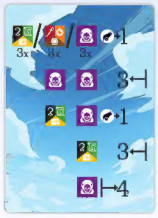
1. Don't use the Midshipman tile.
2. Replace the hook, saber, amulet, and barrel loot tiles with the matching Automa loot tile replacements.



3. Place the loot tiles as shown in the illustration below (it shows Calm mode):

CHEST
Gain 3.
HOOK
Keep a character in your ship or gain 3. Automa chooses the 4.
MAP
For each set of 2 map tokens, gain 2. For each set of 3 map tokens, gain 2.
End of Each Voyage
1. Activate anchor abilities (⚓) on characters and loot
2. Update score dials and discard doubloons
3. Discard loot tokens and characters in ships
SABER
Discard the lowest ranked character from your opponent's ship. If there are none to discard, gain 3.
AMULET
Gain 3.
BARREL
Gain 1 reputation.
Gain 1.
RELIC
Lose 3.

4. Shuffle the solo cards and place them in a stack with the back sides up as the **solo deck**. Place them so that the numbers are correctly oriented for you to be able to read them.
5. Automa doesn't get a deck of character cards.
6. Place your reputation token and Automa's reputation token randomly on the 3rd and 4th spaces of the reputation track (as in the setup rules for 2 players).



Solo deck orientation

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SETUP: BEFORE EACH VOYAGE

1. Determine the cards to add to your hand and to Automa's hand before each voyage by revealing the topmost 6 cards from the solo deck, making certain to orient them as Automa cards (purple flag at the top left). Remember to take the corresponding cards from your deck.

Designers' Tip : *We suggest that you don't spend time studying Automa's character abilities in your first plays. In most cases, they are similar to the ones on your cards.*

2. Add the 6 cards to **Automa's hand.** Her hand should always be organized as a face-up horizontal row, which is sorted left to right in increasing rank.
3. Give Automa the correct number of doubloons based on her reputation.

GAMEPLAY

Card Selection

Each daytime phase follows the procedure below for card selection.

Designers' Note : *When you place Automa's and the Pilferer's cards on the island, take care to correctly orient them as Automa and Pilferer cards, respectively, as shown on Page 2.*

1. **You:** Pick your card and place it on the island.
2. **Pilferer:** Draw the top card from the solo deck and orient it as a Pilferer card (orange flag at the top left) with the front side up on the island following the regular rules.
3. **Automa:**
   a) Divide the loot tokens of the current day into 3 categories:
      - **Good:** , 2, and (chest, hook, and map).
      - **Average:** , , and (saber, amulet, and barrel).
      - **Bad:** (relic).

Designers' Note : *There's no need to learn these categories by heart.*

   b) To find the card Automa plays, look at (but do not draw) the top card of the solo deck. Go through the icon rows top to bottom until you find the first row that matches the loot tokens of the current day. All cards have the exact same icon rows:
      - The first row matches any 3 loot tokens from the same category, e.g. (average, average, average).
      - The second row matches any token combination with 2 bad tokens, e.g. .
      - The third row matches any token combination with at least 1 bad and 1 good loot token, e.g. .
      - The fourth row matches any token combination with at least 1 good token, e.g. .
      - The last row matches any token combination with 1 bad token. Note: This row will always match all remaining combinations, which means they will be bad, average, average.

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c) The icons in the right column of the table indicate the card from Automa's hand that she'll play.

Examples:

|→3 *The arrow shows that you start at the left and count right, so this icon indicates the third card from the left.*

1←| *Rightmost card.*

→2 *The second card from the left that shows a icon under its rank number. Skip all cards without a .*

If Automa has fewer cards in her hand than the number shown, count as far as possible and stop at the end of the card row.

only considers cards with the icon. If there is only one card with this icon in her hand, she plays this card. If there are no cards in her hand with this icon, Automa plays the rightmost card in her hand.

d) Automa plays the chosen card. Place it on the island following the regular rules.

Example: *Automa's hand has these cards:*

The loot tokens of the day are . That corresponds to the categories good, good, bad.

The top card of the solo deck is the one shown on the right.

The first row on the card doesn't match because the tokens aren't all of the same category.

The second row doesn't match because there's only 1 bad token.

The third row matches because there's 1 bad and 1 good loot token. Therefore, she plays the second card from the right in her hand:

2←|

If the loot tokens had been (good, average, average), those tokens would have matched the fourth row (→2). Therefore, she would play card 17 because it's the second card from the left that has a icon.

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Daytime ( )

Resolve the daytime phase as usual with these additions.

Automa: If Automa's character on the island has a daytime ability that cannot be activated or that does not lead to a change in the game state, then **her character's rank is increased to the number indicated after "No effect" on the card**. This rank change doesn't take effect until the end of the daytime phase. If necessary, change the order of characters on the island.

Note: *A game state change is* ***any*** *change. E.g. any player gaining doubloons, losing reputation, or discarding a card are considered game state changes.*

Pilferer: Doesn't activate any ability.

Dusk ( )

Resolve the dusk phase as usual. Both Automa and the Pilferer gain loot tokens in order, based on the ranks of the cards they played.

Automa: Automa gains the loot token among those available that's leftmost on this priority list and activates its ability if any:

This is the order in which you placed the loot tiles during setup. Once you've learned the sequence by heart, you can start placing the loot tiles so that their artwork matches that of the board.

If she is to pick loot at another time than dusk, she will do so in the same way.

Pilferer: The Pilferer gains a loot token using the priority list even if the Automa has an altered priority for this round. Put the Pilferer's loot token back in the bag, without activating any ability.

Place the card played by the Pilferer in the solo deck discard pile.

Night ( )

Automa: She activates her night abilities in order of increasing rank, unless otherwise noted.

Pilferer: Does nothing.

END OF VOYAGE

Automa: Automa activates the abilities of loot tokens as normal. If the stormy versions of maps and chests are in play, she resolves chests first.

The Pilferer: Doesn't participate in scoring.

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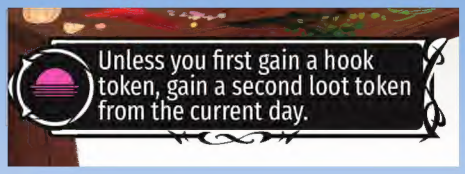
CARD CLARIFICATION

The human-player version of card 26, Cook, can be confusing in solo play:



In the multiplayer game the Cook can be discarded by the stormy hook, but the Automa loot tile replacement doesn't discard anything and so the scenario can't happen.

Therefore, you'll always gain the second loot token if there are any left.

DIFFICULTY LEVELS

You can change the difficulty level by giving starting wealth during setup to either yourself or to Automa.

LEVEL	YOUR WEALTH	AUTOMA'S WEALTH
Landlubber (very easy)	20	0
Scallywag	10	0
Pirate (normal)	0	0
Captain	0	8
Swashbuckler	0	20
Arrrr-gh! (Expert)	0	34

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Automa Factory

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